**Group 2**

**Health App**

**Deployment Plan**

**Version 1.0**

**Revision History**

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Authors** |
| 11/23/20 | 1.0 | First release of the Health App. | Neal Bhalodia, Aayush Kharel |
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**Deployment Plan**

# **Introduction**

This document is meant to help plan the deployment process for this project. It will outline the methods used to deploy this project, the technologies used to host the content, and information on how future updates will be deployed. The Health App is a browser game that is meant to run on any device with a modern browser.

## **Purpose**

The Purpose of this Health App is to help users to have better and healthy lifestyles.There are lists of activities that a user's character could do that would help users to obtain points and become healthier. There are also some of the ways the users could lose points which would affect the user character’s mental and physical health score. There are several ways users can gain points which includes completing daily tasks like healthy diet and exercising. Users points are updated daily in our global leaderboard which includes mental and physical health scores.

## **Definitions, Acronyms, and Abbreviations**

* Development Environment:

Hardware/software used to design and create the application.

* Test Environment:

Hardware/software used to test the software during the development process.

* Production Environment:

Hardware/software system where users interact with the live application.

# **References**

*Broadwater, R. (2020, October 20). Software DEPLOYMENT, Maintenance & Evolution [PowerPoint Slides]. Retrieved from* [*https://blackboard.towson.edu/webapps/blackboard/execute/content/file?cmd=view&content\_id=\_6538999\_1&course\_id=\_217860\_1&framesetWrapped=true*](https://blackboard.towson.edu/webapps/blackboard/execute/content/file?cmd=view&content_id=_6538999_1&course_id=_217860_1&framesetWrapped=true)

# **Deployment Planning**

The plan is to develop the game using Github and Webstorm IDE so that version control can be easily managed. Once the final version of the game is ready to be released the Github repository will be updated on the Heroku domain where the game will be hosted. The deployment process will be easy to manage by using services that help manage the different versions of the game as we continue to develop it.

## **Responsibilities**

Developer Technical Support Responsibilities:

Providing reliable, timely and effective technical support and problem resolution is an important responsibility of the deployment process. We will provide support for all technical problem resolution in areas such as: bug fixes and software malfunctions. In some cases we will need to coordinate assistance from other technical experts, such as hardware or software vendors, but we will remain the “point person” for resolving the problem.

User responsibilities:

During the use of the application it is the user's job to make sure they are using the application in the ways it is intended to be used. They should not copy it or replicate it and deploy it for commercial purposes without the consent of the creators. It is also the job of the users to report issues with the application since it is a free application and depends on input from the users.

## **Schedule**

*[Describe the schedule and milestones to conduct the deployment activities. Deployment milestones need to conform to the project milestones.*

* Requirements and use cases: Developed ideas and recommendations also initiating plans for the project.(9/14/20-9/21/20)
* Prototype: Basic software outline of design and components.(10/10/20-10/16/20)
* Front End Development: Start Coding to build parts for GUI and add functions to GUI.(10/17/20-10/18/20)
* Create Database: Create database for the project to run, oversee database storage and management.(10/20/20-10/23/20)
* Connect DB to back end: Created gameplay functions on the application.(10/22/20-11/24/20)
* Create user login function: Allowed users to create a character before entering the game.(10/24/20-11/27/20)
* Create objects for the character to interact with: create the items like dumbbells for the character to use and earn points from.(11/2/20)
* Highscore tracking system: Created the leaderboard system to track the highest score.(11/3/20-11/8/20)
* User Testing: Created lists of major functions to test, Fix errors caught by unit testing.(11/3/20-11/16/20)
* Final Changes and testing: Change major issues states by test users, provide a fixed and stable version for users.(11/17/20-11/30/20)
* Launch: Launch the “live” public website.(12/1/20)

# **Resources**

## Support Software

**Heroku** is a domain and hosting service with many features that allow you to deploy updates to the project much more easily. I will also be able to deploy the application from the Github repository that is being used to work on the project. Whenever the project is ready to be deployed it can be done quickly through Heroku.

**Github** will be used to manage the work done on this application and for version control. It will also be connected to Heroku where the project will be deployed.

**JawsDB** is a database service that connects to Heroku. It is a MySQL database.

**Webstorm IDE** is used to work on the project files and also where we do version control.

**JS Compatible Browser** is required inorder to run the game.

### **Support Documentation**

# User Training:

In order to train new users on how to play the Health App game a guide will be created and posted on the website. There will be a page titled “Guide” that will have a full summary on what the game is about and how to use every function of the game. This training information is meant for new users who are actually playing the game. It will contain text and pictures from the game to help new users quickly get trained on how to play the game.

Developer Documentation:

The code that will be written will have comments to help future developers work on the code. Each commit to the repository will also have comments to help track the changes and progress made to the application.